

FIG. 1

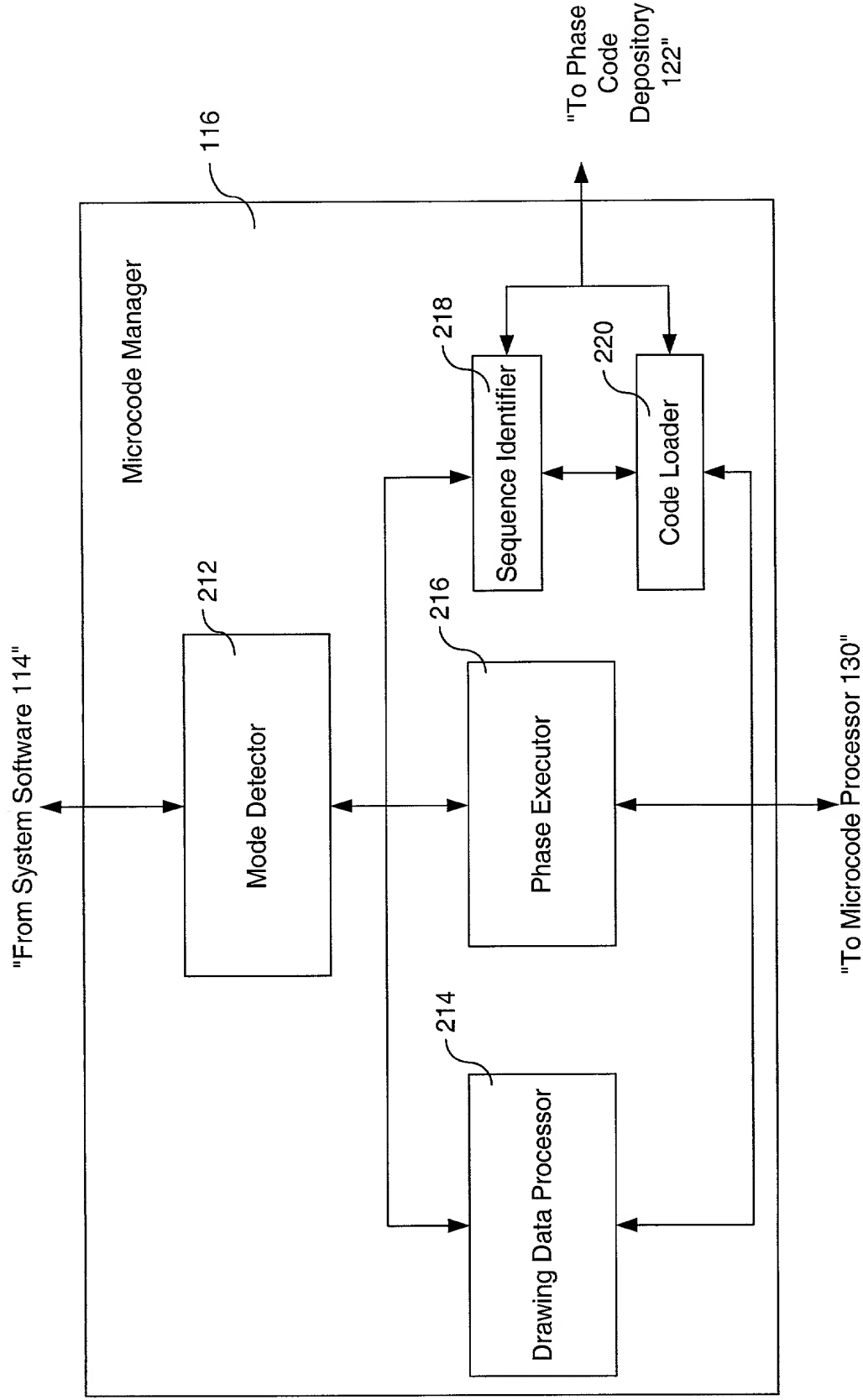


FIG. 2

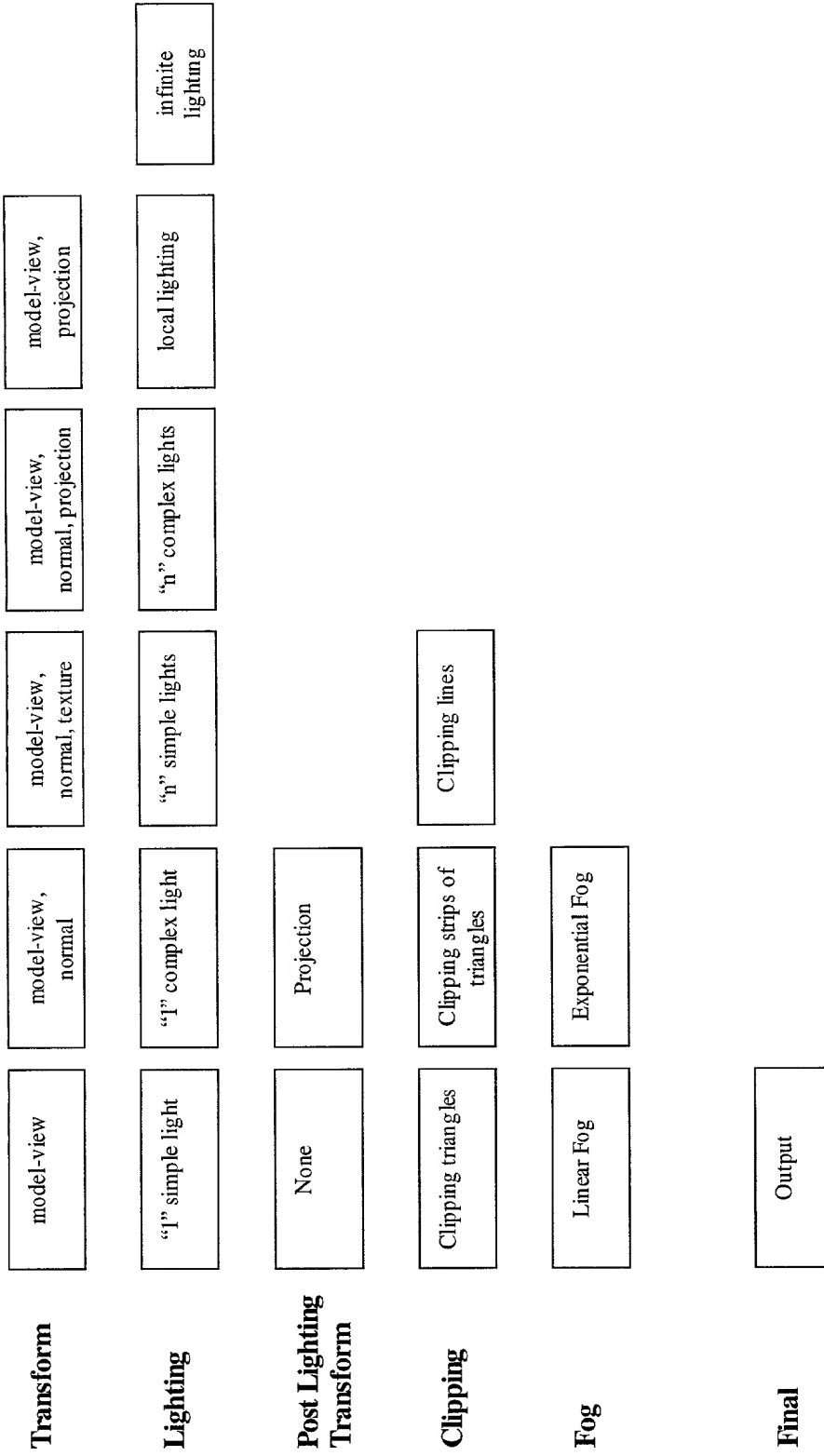


FIG. 3

Phase Module Sequence A

model-view, normal, projection
infinite lighting
Output

FIG. 4a

Phase Module Sequence B

model-view, normal, texture
local lighting
projection
linear fog
Output

FIG. 4b

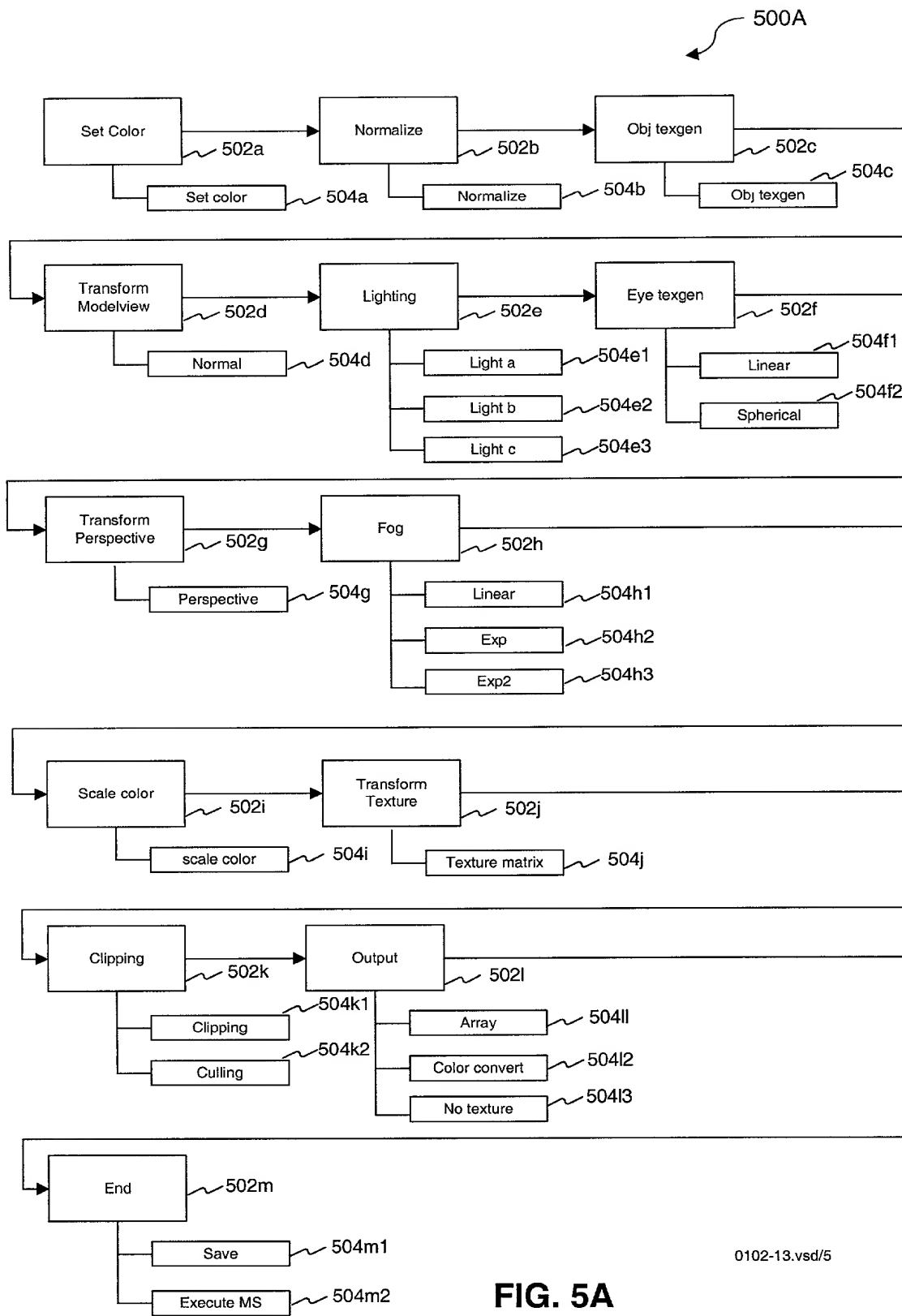


FIG. 5A

0102-13.vsd/5

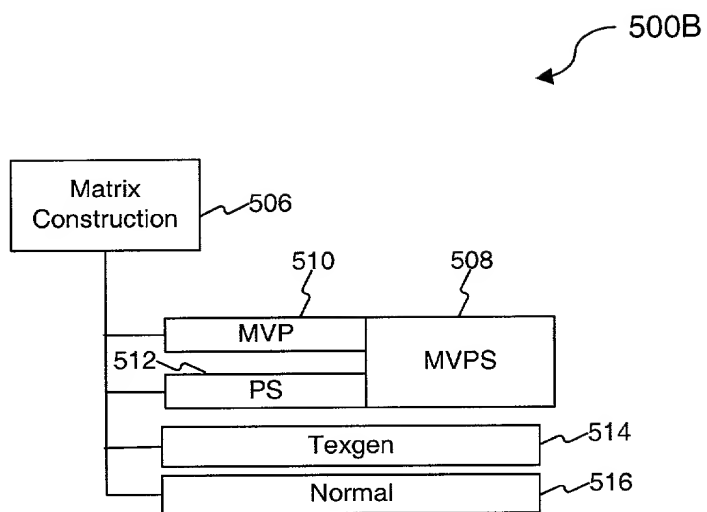


FIG. 5B

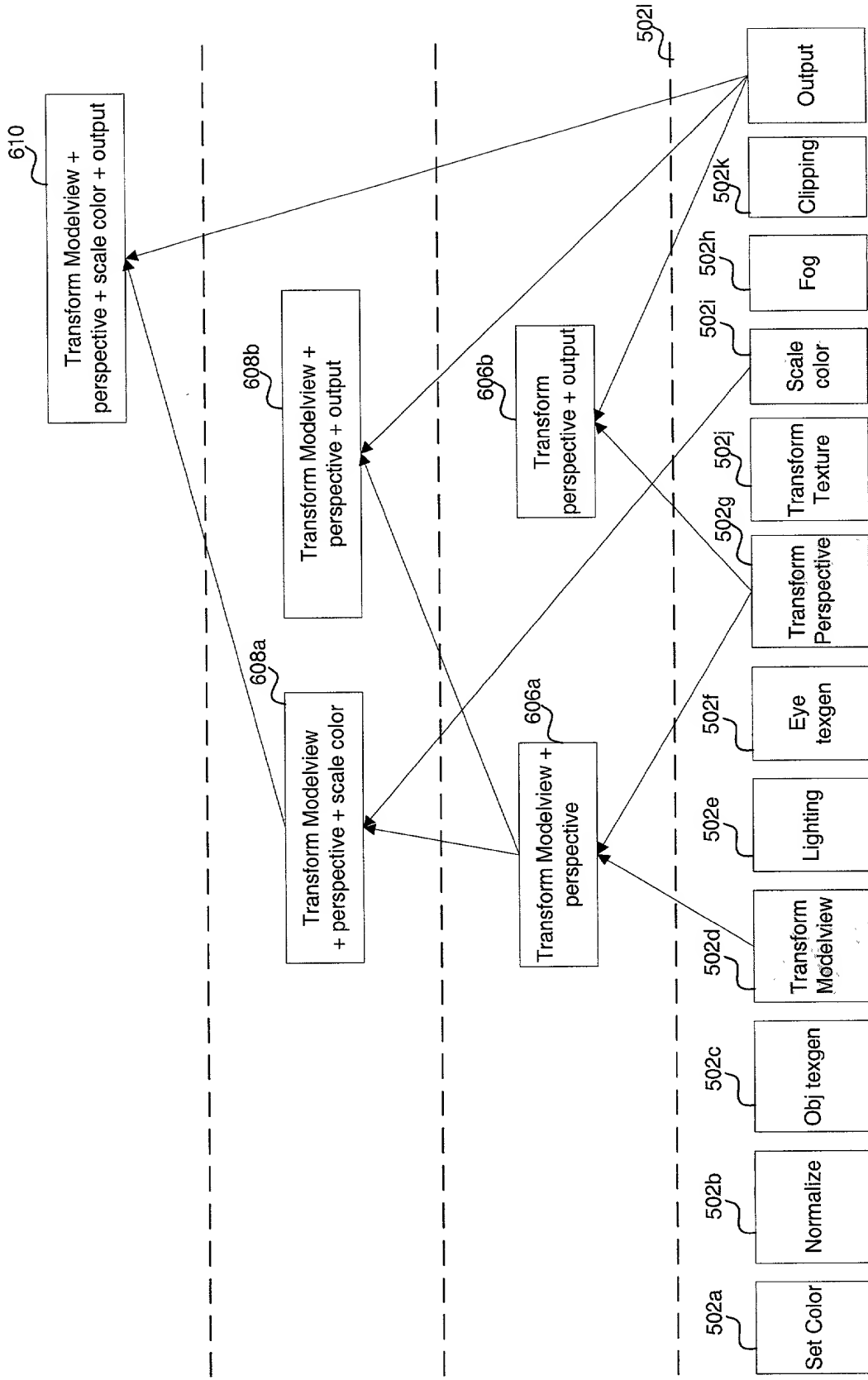


FIG. 6

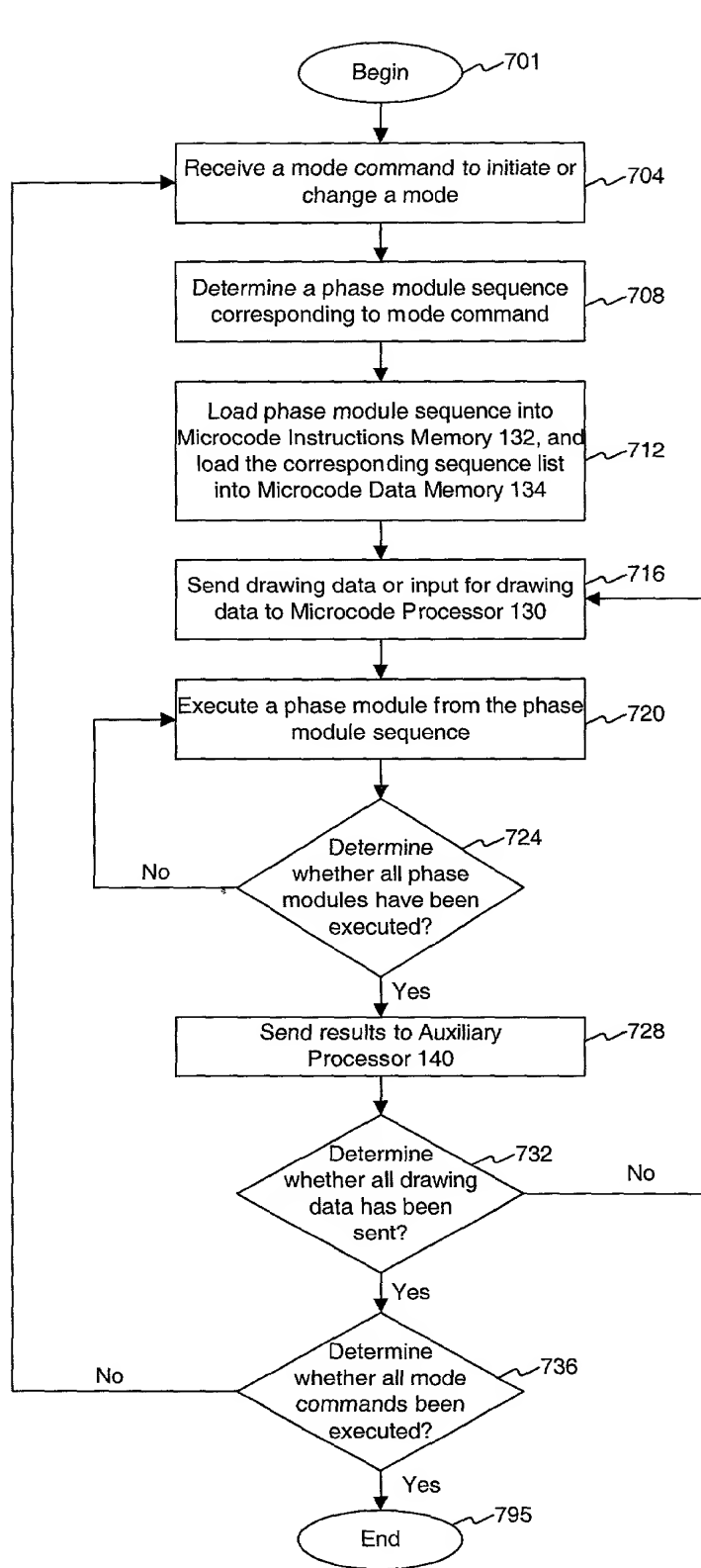


FIG. 7

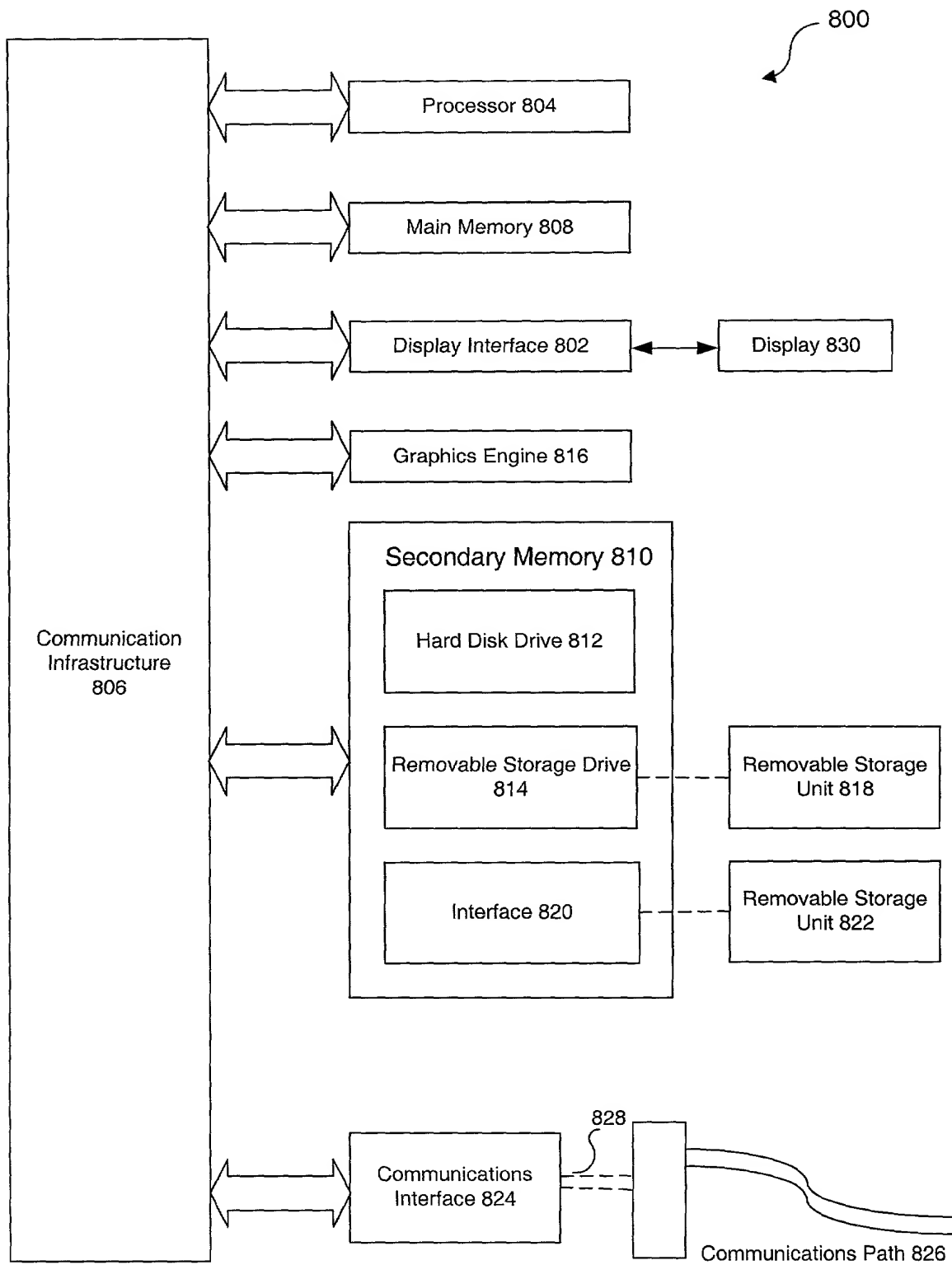


FIG. 8